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The Backrooms

LIBRARY GUIDELINES

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in: Custom Class, Class 1e, Levels, and 2 more

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Level 153: "Vintage Office Building"

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Survival Difficulty: Class 1e - Environmental

» □ Safe

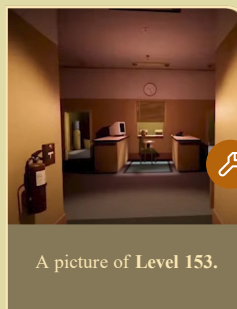
» □ Stable

» □ Minimal Non-Entity Hazards

Level 153 is the 154th level of the Backrooms.

Description

Level 153 is an expansive, labyrinthine office building of indeterminate size. The level's architecture resembles that of the 1980s, composed of orange-striped walls, old drop ceilings, and worn carpeting. Present intermittently throughout the level are work desks, vintage computer terminals, chairs, and other furnishings expected in an office-like environment. Distinctively from other levels, the aforementioned computer terminals allow for interlevel communication through messaging services such as AIM; for this reason, colonies and outposts usually form near or around these devices. Due to these factors, alongside its lack of entities, **Level 153** is regarded as generally safe. However, fires are quite common in the level. Their exact cause is unknown due to their unpredictability, but it is known that they often originate from an initial, sizeable combustion and thereafter spread throughout the nearby area in a disorderly path. These fires are known to last for multiple days without end, but fortunately, mounted fire extinguishers are present intermittently throughout the level.



A picture of Level 153.

The Library of Time

The level contains bookshelves with chronologically ordered manuscripts and wanderer's journals. Some texts date back to prehistoric times, depicting lost cities, sunken continents, and humanoid beings landing on a planet presumed to be Earth. Some



diaries serve as guides and contain useful advice for surviving the Backrooms. However, most books are very long and contain a mysterious, undeciphered language. One of these books is coverless and is rumored to possess the deep secrets of the universe and the Backrooms. On the 62nd page, there is an intricate mandala with a bright star in the center made from an unknown substance.



Colonies and Outposts

There are two main colonies and two outposts on this level.

The Settlers

A disorganized group, mainly consisting of wanderers who came from **Level 0**. The colony has around 30 members, which is slowly dwindling.

Republic of Level 153

This group is comprised of experienced survivors and wanderers, they have found access through many levels. This colony imports food from the **Level 6.1** and has a stockpile of computers and **Almond Water** at their base. Furthermore, it is estimated that this group has around 100-150 members and is the same group that has infamously discovered the **Scratchers**.

The Backroom Colonists (BC)

This outpost belongs to The Backroom Colonists, a large group thriving through hundreds of levels. Despite having rocky history during the bloodbath of cluster 1, the colonists have improved relations and is currently friendly with neighboring colonies.

Stop of Promise (OFSEB)

This colony accommodates wanderers and guides others to other levels. They have a population of 20 people and have an abundance in supplies.

Entities

No entities reside on this level.

Entrances & Exits

Entrances

- There is a rare chance to fall to this level from **Level 8** instead of falling into **Level 9**
- Some doors on **Level 54's Floor 2** have a chance to lead here.
- Long staircases with varying lengths in **Level 4** may lead here.

Exits

- Go through the elevator again, entering **Level 2** or **Level 150**, or noclip back into **Level 8** by sheer luck.
- Standing in front of a neon blue wall before walking through it without stopping will transport you to Level 399.
- If you see a mirage at Level 209, you can see an old office building. Getting inside will get you to here.
- **Level 4** may be entered via an orange door

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